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22. (Amended) The system according to claim 21, further comprising an alpha buffer for rendering into the cubemap 8 bit alpha values instead of 24 bit RGB values or any other value stored in the color buffer.

A version of the above amended claims, marked to indicate the specific amendments is set forth in the Appendix, in accordance with 37 CFR 1.121(C)(1).

REMARKS

Applicants respectfully request entry of this preliminary amendment. The amendment corrects the dependency of several dependent claims to refer to a specific preceding claim by number. The claims are not otherwise amended.

In the event any issues remain with respect to this application, Applicants request the Examiner call the undersigned attorney to expedite passage of the application to issue.

No additional fees are believed due for the filing of this paper. However, if any additional fees are required, Applicants request the Commissioner to charge those fees to deposit account #18-0988, Docket No. BLASP0100US.

Respectfully submitted,
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Date:

24 July 02

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APPENDIX**The amended claims shown above have been amended as follows:**

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4. (Amended) The method according to [the preceding claim] claim 3, wherein the step of computing said two remaining vertices comprises:

computing a vector given by a cross product between a normalized vector along said edge casting shadows and a normal onto a polygon surface associated to said edge casting shadows and setting the remaining two vertices of said additional polygon to points at a predetermined distance from said two vertices in a direction given by said computed vector.

5. (Amended) The method according to [the preceding claim] claim 4, wherein

the position of the remaining two vertices is further modified by computing interpolated vectors by respectively interpolating said computed vector with another vector correspondingly computed for an adjacent edge casting shadows and

the remaining two vertices of said additional polygon are respectively set to points at a predetermined distance from said two vertices in a direction given by said interpolated vector.

8. (Amended) The method according to [the preceding claim] claim 7, wherein the step of applying said cubemap while performing a stencil test operation comprises:

performing a per-pixel test against values stored in the stencil buffer and preventing rendering a fragment of said scene at the pixel of interest if the value stored in the stencil buffer at the pixel of interest is different from the nil value;

accessing said cubemap via vectors given by 3D texture coordinates, where the greatest magnitude component is used to select a face of said cubemap and the other two components are used to select a texel from said face; and

performing a texture coordinate generation for specifying a texture coordinate and selecting a pixel of an appropriate cubemap face.

14. (Amended) The computer program product according to [the preceding claim] claim 13, wherein the program code means for computing said two remaining vertices comprises:

program code means for computing a vector given by a cross product between a normalized vector along said edge casting shadows and a normal onto a polygon surface associated to said edge casting shadows and setting the remaining two

vertices of said additional polygon to points at a predetermined distance from said two vertices in a direction given by said computed vector.

15. (Amended) The computer program product according to [the preceding claim] claim 14, further comprising:

program code means for modifying the position of the remaining two vertices by computing interpolated vectors by respectively interpolating said computed vector with another vector correspondingly computed for an adjacent edge casting shadows and

program code means for setting the remaining two vertices of said additional polygon respectively to points at a predetermined distance from said two vertices in a direction given by said interpolated vector.

18. (Amended) The computer program product according to [the preceding claim] claim 17, wherein a program code means for applying said cubemap while performing a stencil test operation comprises:

program code means for performing a per-pixel test against values stored in the stencil buffer and preventing rendering a fragment of said scene at the pixel of interest if the value stored in the stencil buffer at the pixel of interest is different from the nil value;

program code means for accessing said cubemap via vectors given by 3D texture coordinates, where the greatest magnitude component is used to select a face of said cubemap and the other two components are used to select a texel from said face; and

program code means for performing a texture coordinate generation for specifying a texture coordinate and selecting a pixel of an appropriate cubemap face.

22. (Amended) The system according to [the preceding claim] claim 21, further comprising an alpha buffer for rendering into the cubemap 8 bit alpha values instead of 24 bit RGB values or any other value stored in the color buffer.